

SET II

ROLOMATIC BRIDGE^{T.M.}

for Experienced Players

- DIRECTIONS FOR OPERATING
THE MACHINE
- ADVANCED LESSONS IN BRIDGE
- COMMENTS ON THE HANDS

INTRODUCTION

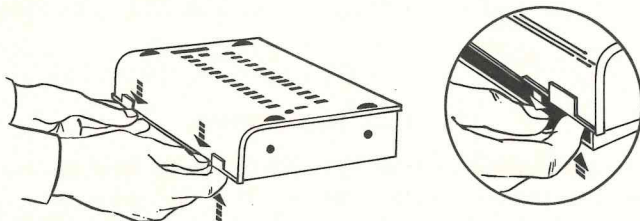
This booklet contains instructions for operating the Rolomatic Machine (on pages 3 to 5).

Advance lessons in bridge play are also contained, part one, "winning tricks" starting on page 6; part two "choosing the correct method" starting on page 15. To get the most from the lessons, please read the booklet and play the "hands" in the machine as directed.

The final section, starting on page 23, contains the comments on each hand in the machine. This allows you to review the hands, replaying them if necessary to get the most out of the valuable bridge know-how contained in the comments.

DIRECTIONS FOR OPERATING THE ROLOMATIC BRIDGE MACHINE

1. Open the cover as shown on the diagram below.

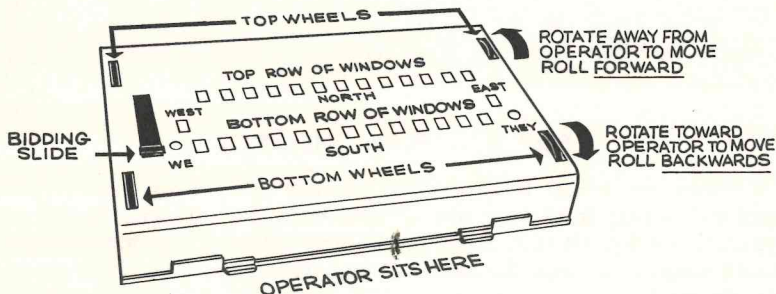


2. Remove the rubber band from the roll, unwind about 16 inches of the paper and follow the directions for inserting it into the empty TOP spool.

IMPORTANT

The roll MUST be started correctly for proper line up of the printing in the "windows" of the cover. When winding the beginning ends of the paper around the spool, keep the FULL roll in place in the REAR SLOTS. Hold the paper lightly down on the center platform as the empty spool is rotated forward (away from you).

3. Close the cover, making sure it snaps shut so that the TOPS of the wheels appear above the cover. Tighten the paper by SIMULTANEOUSLY moving the Top Wheels forward and the Bottom Wheels backward. Then continue moving the top wheels until HAND NO. 41 appears in the TOP row of windows.



To move the roll FORWARD — Rotate TOP WHEELS AWAY from you.

To move the roll BACKWARDS — Rotate BOTTOM WHEELS TOWARD you.

PLAYING A HAND

Hand No. 41 is used to illustrate the way the Rolomatic machine plays an entire hand, card by card, trick by trick. Play the hand entirely through. You are SOUTH in this and ALL other hands on the roll.

STEP I — THE BIDDING

A. Lift the bidding slide slowly until it reveals who the dealer is. In this hand it is South (South Dealer or SD in the opening).

B. Mentally determine the GOREN POINT COUNT of your hand (South) which appears in the bottom row of windows, then lift the slide to show the correct point count. In hand No. 41, the count is 15 points.

C. Mentally determine your opening bid (if any) and lift the slide further to see what South did bid (1 Heart).

D. Continue lifting the slide to reveal West, North (your partner) and East bids. Try anticipating your own (South) bids before you expose them.

E. The final bid (Contract) is the last bid made before the three final Passes. In this case, the Contract is 4 Hearts.

F. When either (W. E.*) or (E. W.*) appear in the Bidding column, it means that both East and West continue to Pass in their turns.

STEP II — PLAY ONE TRICK

A. Turn the wheel to expose the Dummy hand. From now on this hand will appear in the top row of windows and your hand, South, will appear in the bottom row. Study the Dummy before going further. When the Dummy is exposed, the Opening Lead (King of Spades) appears in the left window.

B. Mentally determine what card Dummy should play, then turn one more step to see what was played from the Dummy. At this time East's card play is exposed in the window to the right.

C. Remember the trick of this game, is to first **MENTALLY** choose the card that should best be played from your **SOUTH** hand **BEFORE** moving ahead one more step as in "B" for the "Dummy" play.

D. To find what card should be played from your hand, turn the wheel one more step. All four cards appear and, automatically, the number of the Trick appears in the "We" or "They" circle depending on the winner. This completes the first Trick.

STEP III — PLAY OUT THE ENTIRE HAND

A. Keep moving the knob, forward, step by step, to play out the entire hand. When the first hand is over (13 tricks), the words "HAND NO. 2" will appear in the top row of windows.

B. As a hand is played, black dots will appear in the windows of previously played cards.

C. The number of Tricks taken will automatically appear in the "We" or "They" circles. For example, in hand No. 1, "We" takes 10 Tricks, making the 4 Heart Contract. They take 3 Tricks.

D. If E or W takes a Trick, that hand will automatically lead on the next turn. If N or S takes the Trick, a blank window will say "LEAD" to help the player remember which hand he will lead from.

E. When E or W lead into the last or 13th trick, the leader is determined by a small dot appearing in the window with the card.

STEP IV — REVIEW THE HAND

This step is optional. Most players will want to read the commentary on each hand's **BIDDING** and **PLAY** which is in this book. While there may be several different successful ways to play any hand, the one shown is probably the most normal or, in some instances, the only successful way to play the hand.

You may **TURN BACK** to any trick for review simply by rotating the **BOTTOM** knobs toward you.

PART ONE — WINNING TRICKS

Five basic ways to win tricks are discussed below and demonstrated in the Machine.

I. HIGH CARDS — The easiest way to make a Contract is to have enough high cards to win the required tricks to fulfill the Contract. Declarer, after seeing Dummy, must first count both his winners and losers. If his winners in high cards are sufficient, he can run off his tricks. Most hands, however, fall short in high card strength alone and Declarer must develop additional tricks by ways other than just high cards. Examples of Counting Tricks — The Contract below is 4 Spades and Opening Lead is K♦.

DUMMY	DECLARER	WINNERS	LOSERS
♠ A Q 10 8 5	♠ K J 9 7 2	5 Spade Tricks	No Spades
♥ A 2	♥ 9	2 Heart Tricks	No Hearts
♦ 8 6 2	♦ A 9 5	1 Diamond Trick	2 Diamonds
♣ A 8 5	♣ K 9 6 3	2 Club Tricks	1 Club

The above example shows ten winners and three losers, a fulfilled Contract. The Opening Lead is won, Trumps are drawn and a Heart is ruffed in Dummy.

Playing a hand with high cards is explained in HAND NO. 41 in the Machine.

II. THE SIMPLE FINESSE — The most common and important play in Bridge is the Finesse. It allows tricks to be won with inferior Honors even though Superior Honors are outstanding. Below is an example of a simple Finesse.

	DUMMY	
	♠ A Q	
WEST		EAST
♠ K 10		♠ J 9
	DECLARER	
	♠ 3 2	

In this example, if the Ace were led from Dummy, West would play the 10 and win a Spade trick with his King over Dummy's Queen. In this way, Declarer would make only one of the two possible tricks. However, it is possible to win a second trick if the lead is from Declarer's hand. West plays the 10 and Dummy the Queen, which takes the trick because of the favorable position of the King.

In order to win a trick with an inferior Honor, the inferior Honor must be led toward. This forces one of the defenders to play first. Following are some of the common situations involving Finesses.

EXAMPLES OF THE SIMPLE FINESSE BEST PLAY

1. DUMMY Lead low toward Dummy and if next hand plays
 A Q 2 low, play the Queen. Winning two tricks is possible.
 DECLARER
 5 4 3

2. DUMMY Lead the Queen and let it ride (if not covered by the
 A 6 2 King). If the Queen takes the trick, lead the Jack
 DECLARER next and repeat the Finesse. If the King covers, put
 Q J 10 on the Ace. Winning three tricks is possible.

3. DUMMY This Finesse can be taken against either opponent,
 A J 2 depending upon which one you guess has the Queen.
 DECLARER If you guess the player to your left has the Queen,
 K 10 3 lead the King, and then low to the Jack. If you think
 the player to your right has the Queen, lead the Ace
 and then low to the 10. It is possible to win three
 tricks if you guess right.

4. DUMMY Declarer plays Dummy's Ace, then returns to his
 A K J hand (in another suit) and leads low to Dummy's
 DECLARER Jack. It is possible to win three tricks.
 5 3 2

5. DUMMY Declarer leads toward the 10. If this loses to the Ace,
 K J 10 or if it wins the trick, he returns to his hand (in
 DECLARER another suit) and leads to the Jack. It is possible
 6 4 2 to win two tricks.

- Note: In the above example, remember, the
Queen is the card that is being Finessed against.
The position of the Ace is immaterial.

6. DUMMY To win two tricks, lead low to the King. If the King
 5 4 2 wins, return to Dummy (in another suit) and lead
 DECLARER low to the Queen.
 K Q 3

7. DUMMY To win two tricks, lead low to the Queen. In this
 A 4 2 case, do not lead the Ace first.
 DECLARER
 Q 3

HANDS (NO. 42 thru NO. 45) in the Machine demonstrate Contracts being made by Finesses. Note that if these Finesses were not attempted or were unsuccessful, the Contracts could not have been made.

III. THE DOUBLE FINESSE — This Finesse is similar to the simple Finesse except that the Double Finesse involves Finessing against two adversely held cards, instead of one. Below is an example of a Double Finesse.

	DUMMY	
	♠ A Q 10	
WEST		EAST
♠ K J 9		♠ 7 5 3
	DECLARER	
	♠ 6 4 2	

If Declarer leads a small card, West should play the 9 (second hand low) and if the 10 is played from Dummy, it will hold. Declarer can return to his hand and again lead low up to the A — Q. The Queen played from Dummy will win the trick and of course, Dummy's Ace will win the third Spade trick.

Note: Had South played low to the Queen originally, West would retain the K J and must win a trick.

Shown below are some of the most common Double Finesse positions.

BEST PLAY

- | | |
|----------|---|
| 1. DUMMY | To win two or three tricks Declarer leads low to |
| A Q 10 | Dummy's 10. After re-entering his hand in another |
| DECLARER | suit he leads to the Queen. |
| 4 3 2 | |
| 2. DUMMY | To win two tricks, Declarer leads low to the 10. |
| A J 10 | This presumably loses to the Queen or the King. |
| DECLARER | When Declarer regains the lead, another low card |
| 5 4 2 | is led toward the Jack and a Finesse is taken against |
| | the other outstanding Honor. |

3. DUMMY
10 9 8
DECLARER
A Q 2
- To win two or three tricks, Declarer leads the ten from the Dummy. If it is covered by the Jack, he puts on the Queen. If this holds the trick, Dummy is re-entered in another suit and the Finesse is repeated. If the 10 is not covered the first time, it is permitted to ride. If it loses to the Jack, when the lead is regained the 9 is led from Dummy and the Finesse is repeated.
4. DUMMY
A Q 9
DECLARER
6 5 3
- Declarer's best chance to win two tricks is to first lead low to the 9, and upon regaining the lead to next lead low to the Queen. If the King lies in front of Dummy, the first Finesse of the 9 will lose to the 10 or Jack but the second Finesse will win. If the Jack and 10 are both in front of Dummy but the King is not, the first Finesse will drive out the King, and Dummy's Ace and Queen will then be good.
5. DUMMY
A J 9
DECLARER
4 3 2
- Once again, Declarer's best chance to win two tricks is to first lead low to the 9, and upon regaining the lead to next lead low to the Jack. Declarer's hope is that either the King and 10 or Queen and 10 are in front of Dummy, in which case he will win two tricks.
6. DUMMY
5 3 2
DECLARER
K J 4
- To win one or two tricks, a low card is led toward the Jack. If the Jack holds, Dummy is re-entered and another low card led toward the King. If the Finesse of the Jack loses to the Queen, then a low card is subsequently led from Dummy toward the King.
7. DUMMY
A 6 4
DECLARER
Q 10 9
- To win two tricks, Declarer leads the 10 from his hand and, if it isn't covered, lets it ride. If it loses to the Jack, the Queen is subsequently led and a Finesse taken against the King.

HANDS (NO. 46 and NO. 47) in the Machine demonstrate Contracts being made by means of Double Finesses.

IV. RUFFING — When a Contract is played in a suit, the Declarer is faced with a choice. He must decide if his chances of making his Contract are better if he draws Trumps first or if he postpones the drawing of Trumps.

A. The reason for drawing the outstanding Trumps first is to prevent the Defenders from Ruffing Declarer's good tricks.

B. The reason for postponing the drawing of Trumps is to be in position to Ruff his own side suit losers with low Trumps.

In the example below, the Declarer should pull Trumps first, to protect his three Diamond tricks.

	DUMMY	DECLARER
Contract	♠ A Q 5	♠ K J 10 9 8
4 Spades	♥ 9 7 5	♥ A K 8
	♦ A K 9 4	♦ Q 7
	♣ J 8 7	♣ 9 6 2

HANDS (NO. 48 and NO. 49) in the Machine demonstrate Contracts made by pulling Trumps.

The example below shows a case when Declarer must postpone drawing Trumps. In this example, if Declarer should draw the outstanding Trumps immediately, he will have only nine winners (five Spades, one Heart, and three Clubs). By postponing the drawing of Trumps, he can play the Ace and a low Heart and later Ruff the remaining Heart in Dummy, thus establishing a 10th trick.

	DUMMY	DECLARER
Contract	♠ Q 7 5	♠ A K J 10 9
4 Spades	♥ 9 8	♥ A J 7
	♦ 9 7 5 4 2	♦ 8 6
	♣ A Q 7	♣ K J 6

HANDS (NO. 50 and NO. 51) in the Machine demonstrate Contracts made by postponing the drawing of Trumps.

V. ESTABLISHING A SUIT — After the high cards of a suit have been played, the remaining low cards of that suit can win tricks if led, providing Trumps have been drawn.

Shown below are illustrations of establishing suits.

1.

	NORTH	
	6 4 3 2	
WEST		EAST
Q J		10 9
	SOUTH	
	A K 8 7 5	

After the Ace and King have been played, all the remaining small cards are high.

2.

	NORTH	
	6 5 4	
WEST		EAST
A 7		K 9 8
	SOUTH	
	Q J 10 3 2	

South must force out both the Ace and King, and further capture the 9 with his 10 before his small 3 and 2 are good.

3.

	NORTH	
	A K J 5 4	
WEST		EAST
Q 10 9		8 7
	SOUTH	
	6 3 2	

South must Finesse for the Queen by leading toward the Jack, then play the Ace and King, thus establishing the two small cards, 5 and 4.

4.

	NORTH	
	A K 5 4 3	
WEST		EAST
Q J 10		9 8
	SOUTH	
	7 6 2	

In this example, South must first concede a trick before the suit can be established.

5.

	NORTH	
	A K 4 3 2	
WEST		EAST
Q 10 7		J 9 8
	SOUTH	
	6 5	

South can establish the suit by giving up a trick. However, if he is playing in a suit Contract, he can take the Ace and King and Trump the third round.

HANDS (NO. 52 thru NO. 54) in the Machine demonstrate Contracts being fulfilled by establishing suits.

VI. HANDLING ENTRIES — Declarer is not permitted to lead blithely from his own hand or from Dummy as he pleases; the hand that won the last trick must lead to the next one. For example, if Declarer's hand has just won the previous trick and he wishes to lead from Dummy in order to take a Finesse, he must arrange things so that Dummy will have the lead. This is frequently done by leading a card in a different suit and winning the trick with a high card in Dummy (called the "Entry"), as the following example shows:

DUMMY
♠ K J 2
♥ 6 4 2
DECLARER
♠ A Q 10
♥ A Q J

Declarer wishes to take a Finesse in Hearts, but unfortunately the lead is in his own hand. He therefore leads the 10♠ and, even though he can win the trick by playing Dummy's 2♠, he overtakes with the Jack, because it is essential for Dummy to have the lead. He then leads the 2♥ from Dummy and Finesses J♥. If the Finesse wins, Declarer will want to repeat it. He can do so by leading Q♠ and overtaking with K♠ so that Dummy will have the lead, and then leading the 4♥. Thus, K♠ and J♠ serve as Entries which permit the leads in Hearts to be made from Dummy.

Ingenious play can produce a needed extra Entry that is not immediately apparent, as in the following examples:

1.

	NORTH	
	A K Q 3	
WEST		EAST
8 6 5		7 4
	SOUTH	
	J 10 9 2	

Declarer needs four Entries to the North Hand, and he can obtain them by first leading the Jack and overtaking with the Ace, then leading the 10 and overtaking with the King, and then leading the 9 and overtaking with the Queen. The Opponents' cards in this suit have now been exhausted, so Declarer can now lead the 2 and win the trick with North's 3, provided of course that the defenders have no Trumps and cannot Ruff this trick.

2.

	NORTH	
	A 5 3 2	
WEST		EAST
10 9 7		8 6
	SOUTH	
	K Q J 4	

If two Entries to the North hand are needed, they can be obtained as follows: Declarer leads out the King and Queen from his hand, playing the 2 and 3 from Dummy, and then leads the Jack and overtakes with the Ace. Since the Opponents now have no more cards in this suit, he can later lead the 4 and win the trick with Dummy's 5.

In either of the above two examples, Declarer will have to abandon his plan if one Opponent discards on the second lead of the suit, as in the following case:

	NORTH	
	A 5 3 2	
WEST		EAST
10 9 7 6		8
	SOUTH	
	K Q J 4	

As before, Declarer leads the King and Queen from his hand, but this time East fails to follow suit on the second round. Now South cannot afford to lead the Jack and overtake with the Ace, for this will permit West's 10 to win the next time the suit is played. Declarer will still get four tricks in this suit, but will have to settle for only one Entry to Dummy.

The above examples illustrate the use of high cards as Entries. Entries can also be obtained by Ruffing, as is shown below:

DUMMY
♠ 2
♥ (None)
♦ A Q 2
DECLARER
♠ (None)
♥ 4 3
♦ 4 3

Hearts are Trumps, the lead is in Dummy, and the Opponents' Trumps have been drawn. Declarer wishes to lead from his hand in order to take a Finesse in Diamonds, and he can do so by leading the 2♠ from Dummy and trumping with his 3♥.

HANDS (NO. 55 thru NO. 58) in the Machine demonstrate the correct use of Entries.

PART TWO — CHOOSING THE CORRECT METHOD

When NOT to Finesse:

Now that you have learned HOW to take a Finesse, it is important to learn WHEN it is proper to do so. Finesses can lose as well as win, so the Finesse should be rejected if the potential loss outweighs the potential gain. Some examples:

1. DUMMY

♠ A Q J

♥ 5 2

♦ J 7 4 3

♣ K J 8 3

DECLARER

♠ 6 4 2

♥ 8 7 6

♦ A K Q 5

♣ A Q 4

Contract

3 No Trump

The Opening Lead is the 3 of Spades, and Declarer must decide whether or not to Finesse. He can count nine tricks without resorting to the Finesse: one in Spades, four in Diamonds, and four in Clubs. If he tries the Finesse and it loses, the Defenders may switch to Hearts, in which Declarer has no stoppers at all, and run enough tricks to set the Contract before Declarer regains the lead. Therefore, Declarer should go right up with the A♠ and cash his winners to be sure of making his Contract. (Note: You should not be surprised if the Defenders do not lead their best suit, as in this case, for Opening Leads are one of the most difficult aspects of Bridge.)

2. DUMMY

♠ A Q 6

♥ 6 5 4 3

♦ 8 6 5

♣ K Q 2

DECLARER

♠ 3

♥ A K Q 9 8 7

♦ 4 3 2

♣ A J 4

Contract:

4 Hearts

Declarer should not take the Spade Finesse, for if it loses the Defenders will win three additional tricks in Diamonds and set the Contract. Declarer does not need the Spade Finesse, since he has ten top tricks (six in Hearts, one in Spades, and three in Clubs), and he should therefore cash his winners to make certain of his Contract.

3.

NORTH (Dummy)

♠ 6 5

♥ A Q J 10 9

♦ 5 3 2

♣ A 4 2

SOUTH (Declarer)

♠ K Q 3

♥ 4 3

♦ A K 6 4

♣ K 6 5 3

EAST

Contract:

3 No Trump

WEST

♠ 7 led

West leads the 7♠. Dummy plays the 5♠, East the 10♠, and South wins with the Q♠.

The danger on this hand is that if the Heart Finesse loses, a Spade will be returned, Declarer's King will be beaten by West's Ace, and the Opponents will then take a great many Spade tricks, probably enough to set the Contract.

Declarer can count two tricks in Clubs, two in Diamonds, and one in Spades, and therefore needs only four in Hearts to make his Contract. He will not mind if West wins a Heart trick, for if he continues Spades the lead will come up to the King and the Opponents cannot run the suit.

If East has the guarded K♥, Declarer cannot make his Contract. But he can and should take out insurance against East's having a Singleton King. The correct play is to lead the 3 of Hearts at trick two and put up Dummy's Ace. If East's King is Singleton, it will fall under the Ace and Declarer will make his Contract with an Overtrick. If the King does not appear, Declarer continues leading Hearts until the King is driven out and the suit established. If West has the King, Declarer may have lost an inconsequential Overtrick, but the Contract is safe as the Opponents cannot run the Spade suit with West on lead. The A♣ surely provides an Entry to Dummy to cash the good Hearts.

HANDS (NO. 59 and NO. 60) in the Machine illustrate situations where it is not correct to take a Finesse.

CHOOSING YOUR PLAY:

It is not unusual for Declarer to have a choice of plays on the same hand. Proper technique will often allow him to have his cake and eat it too, which is always a desirable situation. In the following hand, Declarer has a choice between suit establishment and a Finesse, and can take advantage of both possibilities if he plays correctly:

DUMMY

♠ 7 5 2

♥ 5 4

♦ A K Q

♣ 9 7 6 4 2

DECLARER

♠ A 8

♥ A K Q 3 2

♦ 4 3 2

♣ A Q 3

Contract:

3 No Trump

The Opponents lead Spades and drive out Declarer's only stopper in that suit. Declarer can count eight top tricks, and the ninth can come either from establishing the Heart suit or from taking a winning Finesse in Clubs. If Declarer tries the Club Finesse first and it loses, the Opponents will run their Spades and are likely to set the Contract before Declarer can regain the lead and try out Hearts. The correct play is therefore to first lead out the Ace, King, and Queen of Hearts. If both Opponents follow to three rounds of the suit, the Hearts will be established; the Opponents will have none left and Declarer's 3 and 2 will be winners. He will then have enough tricks to ensure his Contract (in fact, he will make an Overtrick) and will not take the Club Finesse. If an Opponent discards on any of the Heart plays, Declarer will know that the suit cannot be established without losing the lead, which he cannot afford to do; but he will still have time to try for his ninth trick by taking the Club Finesse.

A similar situation often arises in a suit Contract:

DUMMY

♠ A K 4 3 2

♥ J 10 8

♦ J 4

♣ A Q 10

Contract:

DECLARER

7 Hearts

♠ 6 5

♥ A K Q 9 3 2

♦ A Q

♣ K J 9

A Club is led and Dummy's 10 wins, Declarer playing the 9. The correct line of play is to first draw Trumps and then play the Ace and King of Spades. If both Opponents follow suit to both tricks, Declarer will not have to risk the Diamond Finesse, for the Spade suit can be established. A small Spade is led from Dummy and Declarer Trumps with a small Heart. If an Opponent discards on this trick, there will still be one high Spade outstanding, so Declarer leads the J♣, overtakes with Dummy's Queen, and leads another small Spade which he Trumps in his

hand. The Opponents now have no more Spades left and Dummy's last Spade is good, so Declarer enters Dummy with the A♣ and leads the established Spade, discarding the Q♦.

If an Opponent discards on the Ace or King of Spades, Declarer will know that the suit cannot be established for a Diamond discard and that he will have to risk the Diamond Finesse in order to make his Grand Slam.

It would be a serious mistake to try the Diamond Finesse first, before attempting to establish the Spades, for if the Finesse loses the Contract will be set before Declarer has a chance to try out the Spades.

The correct choice of plays may depend on the fact that Declarer can afford to lose the lead to one Opponent, but not the other:

	NORTH (Dummy)	
	♠ 6 5	
	♥ 5 4	
	♦ 7 6 5 4	
	♣ A K Q 8 2	
WEST	SOUTH (Declarer)	EAST
♣ 7 led	♠ A Q J 2	
	♥ K 3	
	♦ A K 3 2	Contract:
	♣ J 10 9	3 No Trump

Declarer can count eight certain tricks: one in Spades, two in Diamonds, and five in Clubs. One possible way of developing a ninth trick is to lead the Ace and King of Diamonds. If both Opponents follow suit to these tricks, there will be only one Diamond outstanding, and Declarer can drive it out by playing a small Diamond at the next trick. This will establish his fourth Diamond as a winning trick.

The danger with this line of play is that East will win the third round of Diamonds and play back a Heart. If West has the Ace, Declarer will not be able to stop the suit, and the Opponents will be able to run the whole suit and set the Contract.

An alternative possibility is to develop a ninth trick in Spades, which is the correct line of play because it guarantees the Contract no matter how the cards lie. The first trick is won by Dummy's $Q\clubsuit$ and a low Spade is led, Declarer Finessing the Jack. Let us suppose that the Finesse loses and West wins with the King. If he plays Hearts, the lead will come up to Declarer's King, so the Opponents cannot possibly run the suit. Declarer's Queen of Spades is now set up; no matter what the Opponents do, he will be able to regain the lead and cash a total of at least nine winners, making his 3 No Trump Contract.

In a suit Contract, the threat of a Ruff may determine Declarer's choice of plays:

	NORTH (Dummy)	
	\spadesuit A 8 7 6	
	\heartsuit A Q 9	
	\diamondsuit 6 5 4	
WEST	\clubsuit K Q J	EAST
\clubsuit 2 led	SOUTH (Declarer)	
	\spadesuit 3	
	\heartsuit J 10 8 7 6	
	\diamondsuit A K Q J	Contract:
	\clubsuit 9 8 7	4 Hearts

East wins the first trick with the $A\clubsuit$ and leads back the $4\clubsuit$. Unfortunately for you, West Trumps with the $2\heartsuit$. West now leads a Diamond which Declarer wins in his hand.

The correct play, when holding fewer than eleven cards missing the King, is to Finesse. But there is more than just the Heart suit to consider. If Declarer tries the Heart Finesse and it loses, East will return another Club. If West has a Trump left, which is not at all unlikely, he will Ruff it and set the Contract.

Declarer can afford to lose one Heart trick, as this will hold the total number of losers on the hand to three — just the number that South can afford. His proper play, therefore, is to lead a small Heart and put up Dummy's Ace, and then lead the Q♥ from Dummy. If East can win this with the King, West cannot have any more Trumps left, so the Contract is safe. (If East began with the King and one small Heart, and North and South have eight Hearts between them, then West began with three small Hearts. West has Ruffed once and must follow suit to the plays of the Ace and Queen, and therefore cannot have any Hearts remaining with which to Ruff a Club.) Since Declarer cannot afford to lose the lead to East while West still has a Trump, and since he can afford one Heart loser, the correct play is to refuse the Finesse; it is more important to extract West's Trumps than to try to save a possible Heart loser. Finesses can lose as well as win!

Another factor affecting Declarer's choice of plays is the presence or absence of Entries to a critical hand, as in the following example:

DUMMY

♠ A K 4 3 2

♥ 8 7 6

♦ J 4

♣ J 10 9

DECLARER

♠ 6 5

♥ A K Q J 10 9

♦ A Q

♣ A K Q

Contract:

7 Hearts

We have seen that it is often correct first to try to establish a suit and risk a Finesse only if this plan does not work. On this hand, however, the lack of Entries to Dummy should persuade Declarer to alter his strategy. If he attempts to establish the Spade suit by playing the Ace and King and then a small one which he Trumps in his hand, Dummy will have no Entries left. Even if the Spades are now established, it will be impossible for Declarer to gain access to Dummy in order to cash them. Much worse, Declarer will have to play Diamonds from his hand, since he cannot get to Dummy for a Finesse, and he will probably go down. The correct play, therefore, is to draw Trumps, enter Dummy with a high Spade, and take the Diamond Finesse. Due to the shortage of Entries to Dummy, the Diamond Finesse is Declarer's best chance to make his Grand Slam, so he must be sure to take it!

In summary, Declarer's choice of plays is influenced by the following factors:

1. Two chances are better than one. Your first choice should be the one that does not risk immediate defeat if it fails to work, thereby giving you time to try a second method.

2. Keep the "danger" hand off lead. If it is dangerous to lose the lead to one Opponent but not to the other, choose the play that will lose the lead to the "safe" Opponent.

3. Check the Entry situation at all times. If one method cannot possibly work due to a lack of Entries, don't try it!

HANDS (NO. 61 thru NO. 65) in the Machine demonstrate the correct choice of plays by Declarer. Note that the wrong choice would in each case lead to the defeat of the Contract. Hands No. 66 thru No. 80 in the Machine are interesting and random.

HAND NO. 41

North

♠ J 6 4
♥ A 6 5
♦ K 8 4
♣ A 9 8 6

West

♠ A K Q 8 7
♥ 9 7
♦ Q 10 6
♣ J 5 4

East

♠ 10 2
♥ 10 8
♦ J 9 5 3 2
♣ Q 10 7 3

South

♠ 9 5 3
♥ K Q J 4 3 2
♦ A 7
♣ K 2

South Dealer

South	West	North	East
15 1♥	1♠	2♣	Pass
2♥	Pass	3♥	Pass
4♥	Pass	Pass	Pass

THE BIDDING — South has 15 points and Opens the Bidding with 1♥. West, with 13 points and a very good suit, Overcalls 1♠. North has 12 points and is therefore strong enough to Bid at the two-level, and South Re-Bids his good Heart suit. When North shows his Heart support by raising to 3♥, South properly continues to Game as he has more than the minimum of 13 points needed to open.

THE PLAY — West's Opening Lead is K♠, and East plays the 10♠, an unnaturally high card, to ask him to continue the suit. If West has A♠ but not Q♠, East wishes the suit continued so that he can Ruff the third round. As it happens, West wins the first three tricks with high Spades and East does not have to Ruff, so he discards a Diamond.

Hands with enough high cards to provide the tricks needed to make the Contract are the easiest to play, and Declarer should have no trouble. He wins West's Club shift,

draws Trumps, cashes the high cards in Diamonds and Clubs, and wins the remainder with good Trumps, making the 4 Heart Contract.

HAND NO. 42

North

♠ J 10 9 8
♥ 7 6 2
♦ A Q 5
♣ Q J 10

West

♠ 6
♥ A K 8 5 3
♦ K 10 6 3
♣ 9 8 3

East

♠ 7 5 4
♥ 9 4
♦ J 9 8 2
♣ K 7 4 2

South

♠ A K Q 3 2
♥ Q J 10
♦ 7 4
♣ A 6 5

South Dealer

South	West	North	East
17 1♠	Pass	2♠	Pass
3♠	Pass	4♠	Pass
Pass	Pass		

THE BIDDING — South has more than enough for an Opening Bid, and properly Bids his longest suit. When North makes a single raise, showing 7 to 10 points, South wishes to be in Game if North has 9 or 10 points, in which case the Partnership points will total 26 or more. He therefore invites North to go on by raising to 3♠. North, with a maximum 10 points, correctly accepts the invitation.

THE PLAY — The Opponents defend well. West leads K♥, and when East asks that the suit be continued by playing his highest Heart, West plays A♥ and another Heart, which East Ruffs. East returns a Spade, and Declarer needs the rest of the tricks to make his Contract.

The only way of avoiding losers in

Diamonds and Clubs is by Finesing. After drawing Trumps, Declarer leads a small Diamond and plays Dummy's Queen. Since West has K♦, the Finesse wins. Dummy's Q♣ is now led for a Finesse. It wins, and the lead is still in Dummy, so the Finesse is repeated by leading J♣. This enables Declarer to take 10 tricks and make his 4♠ Contract.

HAND NO. 43

		North	
		♠ Q 3	
		♥ 4 3 2	
		♦ 7 6 5 3	
		♣ A K J 6	
West		East	
♠ K 9 8 4		♠ J 10 6	
♥ 8 7 6		♥ K J 10 9 5	
♦ Q J 10 9		♦ K 8	
♣ 9 7		♣ 10 8 4	
		South	
		♠ A 7 5 2	
		♥ A Q	
		♦ A 4 2	
		♣ Q 5 3 2	

South Dealer

South	West	North	East
17 1NT	Pass	3NT	Pass
Pass	Pass		

THE BIDDING — South's hand meets all the requirements for an Opening Bid of 1NT: 16 High-Card points, balanced suit distribution, and no small Doubleton. North knows that Game should be Bid, since his 10 points plus South's minimum of 16 add up to 26, and with relatively balanced distribution he properly elects to Bid the Game in No Trump.

THE PLAY — West correctly chooses to lead Q♦ from his strong sequence of Q J 10 9 ♦, and East's play of the King is worth noting. If he plays small and Declarer wins his Ace, the King will block

the suit and West will not be able to run his winners. Since the Q♦ lead promises a strong Diamond holding, East correctly unblocks his King at the first trick.

South can count four tricks in Clubs plus three Aces, and needs two more tricks to make his Contract. Finesses in Spades and Hearts are the only chance, so after winning A♦ at trick two Declarer leads 2♠, planning to put up Q♠ if West plays low. He must not play A♠ first, or West will be able to capture the Queen with his King on the next lead of the suit. West wins, cashes two Diamond tricks, and exits with a Spade. Dummy's Queen wins, and the Heart Finesse is tried. When it wins, Declarer has nine tricks, and he cashes them to make his 3NT Contract.

HAND NO. 44

		North	
		♠ J 4 3 2	
		♥ K J 10	
		♦ 9 7 6	
		♣ K 5 3	
West		East	
♠ 9 7 6		♠ 5	
♥ Q 8 7 6		♥ A 9 5	
♦ 5 4 3 2		♦ Q 10 8	
♣ J 2		♣ A Q 10 9 8 4	
		South	
		♠ A K Q 10 8	
		♥ 4 3 2	
		♦ A K J	
		♣ 7 6	
		East Dealer	
East		South	West
1♣		18 1♠	Pass
Pass		4♠	Pass
Pass			Pass

THE BIDDING — East has 14 points and properly Opens the Bid with 1♣. South's strong hand and good suit fully justify a 1♠ Over-

call, and when North provides encouragement with a single raise, South can expect Game to be a good bet and should Bid it directly, for he needs only 8 points from North to reach the total of 26 needed for Game.

THE PLAY — West leads J♣, and East wins the first two Club tricks and continues the suit. Declarer must be careful to Ruff with a high Spade, for if he Ruffs with 8♠ West, who is also out of Clubs, will Over-Ruff with 9♠.

Declarer surely must lose a trick to A♥, bringing the total losers to three, so he must avoid any additional losers in Hearts or Diamonds. This can be accomplished if he can win Finesses in these suits, so after drawing Trumps Declarer cashes A♦ (guarding against a Singleton Queen in the West Hand) and leads 2♥, playing 10♥ from Dummy. Since West has Q♥, East must play A♥ to win the trick. East returns 10♦, and Declarer Finesses the Jack. It wins, and Declarer next leads a small Heart and Finesses Dummy's Jack. When this Finesse also wins, Declarer easily takes the rest of the tricks to make his Game Contract.

HAND NO. 45

		North	
		♠ Q 10 9 6	
		♥ K Q 7	
		♦ K 4 2	
		♣ K 8 3	
West		East	
♠ 8 2		♠ 7	
♥ J 10 6 5 4 3		♥ A 9 8 2	
♦ Q J 10		♦ 9 7 6 5	
♣ 7 4		♣ Q J 10 5	
		South	
		♠ A K J 5 4 3	
		♥ ---	
		♦ A 8 3	
		♣ A 9 6 2	

South Dealer			
South	West	North	East
19 1 ♠	Pass	3 ♠	Pass
6 ♠	Pass	Pass	Pass

THE BIDDING — South opens his very fine hand with 1♠, and when North shows 13 to 16 points and Spade support by making a Jump Raise, South is strong enough to jump directly to Slam. He does not use the Blackwood Convention as he can tell from his own hand that the Opponents cannot hold two Aces.

THE PLAY — This hand illustrates that under certain conditions, even a mighty Ace can be captured by a Finesse! Declarer wins the first trick with A♦ and can count 11 tricks: six in Spades, two in Diamonds, two in Clubs, and one Club Ruff in Dummy. This checks with the number of losers on the hand, one in Diamonds and one in Clubs. Declarer needs to develop an extra trick, and the Heart suit is the only chance.

Declarer therefore draws Trumps ending in Dummy and leads K♥. If East plays low, South will discard 3♦, and the King will win, giving Declarer his twelfth trick. To prevent this, East puts up A♥. Declarer captures this trick by Trumping with 4♠, leads 2♣ and wins K♣ in Dummy, and leads Q♥. Since the Ace is gone, the Queen is high, so Declarer discards 3♦ (NOT 2♣, which is not a loser because it can be Ruffed in Dummy). Declarer now wins A♣, gives up a Club trick, wins K♦, Ruffs a Diamond, Ruffs his last Club in Dummy, and wins the last two tricks with high Trumps, making 12 tricks and his Small Slam.

HAND NO. 46

		North	
		♠ A Q 5	
		♥ Q 10 8 7	
		♦ K Q 3	
		♣ 8 6 3	
West		East	
♠ J 10 9 4		♠ K 8 7 3	
♥ 9 2		♥ 4 3	
♦ A 10 7		♦ J 9 8 4	
♣ Q 9 4 2		♣ K 7 5	
		South	
		♠ 6 2	
		♥ A K J 6 5	
		♦ 6 5 2	
		♣ A J 10	

South Dealer			
South	West	North	East
14 1♥	Pass	3♥	Pass
4♥	Pass	Pass	Pass

THE BIDDING — South has 14 points and properly Opens the Bid in his longest suit. North's raise to 3♥ promises 13 to 16 points, and South therefore can determine that the combined Partnership assets are 27 to 30 points. Since this is more than enough for Game but does not add up to the 33 points for Slam, South ends the Bidding by raising to 4♥.

THE PLAY — West leads J♠ and Declarer tries a Finesse, which unfortunately loses to East's King. East correctly returns his fourth best Spade, and Declarer wins in Dummy and draws Trumps.

South will lose two Diamond tricks if he leads K♦ or Q♦ from Dummy. The correct play is to lead up to Dummy's Honors twice in the hope that West has A♦. West declines to play his Ace on the first round of the suit, and Dummy's K♦ wins the trick. South now tries a Double Finesse in Clubs by leading 3♣ and playing 10♣ from his hand; West wins with Q♣ and plays a Spade which Declarer

Ruffs. South now leads 5♦, and West chooses to win his Ace and play another Diamond, which is won by Dummy's Q♦. Dummy's 6♣ is led and Declarer Finesses J♣, which wins the trick, and South easily takes the rest of the tricks with high cards.

The Finesses in the Minor Suits enable South to limit his losers in each Non-Trump suit to one and make his 4♥ Contract.

HAND NO. 47

		North	
		♠ A J 9	
		♥ 6 5 3	
		♦ 9 3 2	
		♣ A 8 5 3	
West		East	
♠ K 10 5		♠ Q 8 7 6	
♥ K 9		♥ J 8 7 4 2	
♦ 10 8 6 5		♦ J 7 4	
♣ Q J 10 9		♣ 7	
		South	
		♠ 4 3 2	
		♥ A Q 10	
		♦ A K Q	
		♣ K 6 4 2	

South Dealer			
South	West	North	East
18 1NT	Pass	2NT	Pass
3NT	Pass	Pass	Pass

THE BIDDING — South's hand satisfies all the requirements for a 1NT Opening Bid. North's raise to 2NT invites South to continue on to Game, and South accepts the invitation because he has a maximum, 18 points.

THE PLAY — West's Opening Lead is Q♣, and South refuses the first trick and wins the Club continuation with A♣. Declarer can count seven top tricks and a Double Finesse in Hearts offers the best prospects for obtaining the two additional tricks needed to make the Contract, so Dummy's 3♥ is led and South Finesses 10♥. As

East has J♥, West must play K♥ to win the trick, and the Club return is won by K♣.

South now has his eighth trick since Q♥ is now high, but still needs one more, and therefore must try a Double Finesse in Spades. He therefore leads 2♠ and Finesses Dummy's 9♠. East must play Q♠ to win this trick, and he returns a Heart which Declarer wins. The second stage of the Double Finesse in Spades is now put into action; South leads 3♠ and Finesses Dummy's J♠. Since West holds K♠, the Finesse is successful, and Declarer cashes his remaining high-card winners to make nine tricks and his 3NT Contract.

Notice that this Double Finesse actually involves a third Honor, the 10♠. Why didn't Declarer play North's Jack on the first Spade hoping to find West with the King-Queen? Because the odds favor West holding either K-10 or Q-10 rather than specifically the K-Q.

HAND NO. 48

		North	
		♠ K 10 4	
		♥ K 8 5	
		♦ 8 7 6	
		♣ A J 8 5	
East		West	
♠ 9 8 7		♠ 6 5	
♥ A 9 7 6 2		♥ Q J 10 4	
♦ 3 2		♦ A 5 4	
♣ Q 9 2		♣ K 10 6 3	
		South	
		♠ A Q J 3 2	
		♥ 3	
		♦ K Q J 10 9	
		♣ 7 4	
		South Dealer	
South	West	North	East
16 1♠	Pass	2♣	Pass
2♦	Pass	2♠	Pass
4♠	Pass	Pass	Pass

THE BIDDING — South properly Opens the Bid in his higher-ranking five-card suit, and North, who is too strong for a 1NT Response, Bids 2♣. South now shows his good Diamond suit, and North indicates his support for Spades. Since North has shown at least 10 points by Responding at the two-level, South knows that the Partnership must have at least 26 points, and he therefore Bids the Spade Game without further ado.

THE PLAY — West correctly leads Q♥, the top of the sequence, and South Ruffs the second round of the suit. Declarer cannot afford to play Diamonds first, as one of the Opponents may be able to Trump a good trick. South therefore extracts the Opponents' Trumps by playing three rounds of Spades, and then drives out A♦. He regains the lead by Trumping the Heart return and cashes the rest of his winners to make 10 tricks and his 4♠ Contract, conceding a Club at the end.

If South plays K♦ at trick three, West will play small and allow the King to win. If Declarer tries again to knock out A♦, West will win and give East a Diamond Ruff to set the Contract.

HAND NO. 49

		North	
		♠ K Q	
		♥ K 10 9 7	
		♦ A Q	
		♣ K Q J 5 2	
West		East	
♠ J 9 5 3 2		♠ A 10 8 6	
♥ J 6		♥ 8 2	
♦ J 10 9 8 3 2		♦ K 6 4	
♣ ---		♣ A 9 8 7	
		South	
		♠ 7 4	
		♥ A Q 5 4 3	
		♦ 7 5	
		♣ 10 6 4 3	

North Dealer

North	East	South	West
1♣	Pass	8 1♥	Pass
4♥	Pass	Pass	Pass

THE BIDDING — North has a strong hand, and his first action is to Open the Bid in his longest suit. South has enough to Respond, and correctly prefers to Bid his good Heart suit. His Club support for North is fairly good, but ten tricks in a Major Suit offer an easier path to Game than eleven tricks in a Minor Suit. North needs no further encouragement to Bid Game directly, and South is too weak to Bid again. Thus the Final Contract is 4♥.

THE PLAY — West leads J♦, and the crucial moment comes at the very first trick. Declarer cannot afford to postpone drawing Trumps for a single moment, and if he Finesses Q♦ East will win with the King, cash A♣, and lead 9♣ for West to Ruff. West will then return a Spade (East's play of a high Club, the 9, would ask West to lead back the highest-ranking side suit), and East will win the Ace and give West another Club Ruff, setting the Contract two tricks.

To prevent this disaster, South must go right up with A♦ and draw Trumps. If West has K♦, an Overtrick will be lost, but this is a small matter. Declarer then knocks out A♣; East cashes A♠ for the Defenders' third and last trick. Declarer makes 10 tricks and his 4♥ Contract.

HAND NO. 50

North				East			
♠ A J				♠ 9 8 7 4 2			
♥ J 10 9				♥ 7 4			
♦ 5 4 3 2				♦ 9 8 6			
♣ Q 4 3 2				♣ J 7 6			
West				South			
♠ K Q 10				♠ 6 5 3			
♥ 6 5 2				♥ A K Q 8 3			
♦ A 7				♦ K Q J 10			
♣ A K 10 9 8				♣ 5			
				South Dealer			
South	West	North	East				
17 1♥	2♣	2♥	Pass				
3♥	Pass	4♥	Pass				
Pass	Pass						

THE BIDDING — South has 17 points and Opens the Bid with 1♥ West, with a good hand and good suit, Overcalls 2♣, and North raises to 2♥ with 8 high-card points and three Hearts to an Honor. South now wishes to be in Game if North has a maximum, so he invites Game by raising to 3♥. North has a close decision but properly elects to carry on to 4♥.

THE PLAY — West leads K♣ which wins the trick, and cannot continue Clubs without setting up Dummy's Q♣. He therefore shifts to A♦ and continues Diamonds. In spite of the threat of a Diamond Ruff, South cannot afford to draw Trumps, for he will be left with two Spade losers in addition to the two tricks he has already lost. He must therefore attempt to Ruff a Spade loser in Dummy and hope that the Opponents will not be able to gain the fatal Ruff. This plan succeeds, for West, who is out of Diamonds, must win the second round of Spades. Declarer wins the Heart return, Ruffs the Spade loser

in Dummy, and is at last able to draw Trumps. Declarer easily takes the rest of the tricks with high Diamonds and Hearts, making his Game Contract.

NOTE: Declarer cannot afford to be wishy-washy and draw just two rounds of Trumps, or West will return a third Trump when he wins K♠, preventing the necessary Spade Ruff in Dummy.

HAND NO. 51

North			
♠ A K Q			
♥ A 3			
♦ J 9 7 2			
♣ Q 5 4 2			
East			
♠ 6 5 3			
♥ 10 8 7 2			
♦ 8 3			
♣ K 9 7 6			
South			
♠ J 10 9 8 7			
♥ K 6 5 4			
♦ 5 4			
♣ A 3			
West Dealer			
West	North	East	South
1♦	1NT	Pass	10 3♠
Pass	4♠	Pass	Pass
Pass			

THE BIDDING — West has 14 points and therefore Opens the Bid with 1♦. North Overcalls 1NT, showing 16 to 18 points, balanced suit distribution, and a stopper in West's Diamond suit. South has 10 points and knows that Game should be Bid, since the Partnership total must be at least 26, and he announces this fact by jumping to 3♠. North has good Spade support and properly raises to 4♠.

THE PLAY — West cashes two Diamond tricks and shifts to a Trump. Declarer can afford only

one more loser, so he must not draw Trumps right away, as he will be left with two losing Hearts. South can afford to Ruff his Heart losers with Dummy's high Spades, as his own Spades are also high.

The correct plan is to play A♥, K♥, Ruff a Heart in Dummy, cross to A♣, and Ruff the last Heart loser in Dummy. One Opponent must show out of Hearts at trick eight, but Declarer does not care, for Dummy's Spade is high and cannot be Over-Ruffed. South takes the next four tricks with good Spades and concedes the last trick to East's K♣, making 10 tricks and his Game Contract.

HAND NO. 52

North			
♠ Q J 10			
♥ A 8 7 6 5			
♦ A Q			
♣ 6 5 4			
West			
♠ 8 7			
♥ Q 10 9 3			
♦ J 10 9 7			
♣ K 9 7			
East			
♠ 4 2			
♥ J 2			
♦ 6 5 4 3 2			
♣ Q J 10 2			
South			
♠ A K 9 6 5 3			
♥ K 4			
♦ K 8			
♣ A 8 3			
North Dealer			
North	East	South	West
1♥	Pass	19 2♠	Pass
3♠	Pass	4NT	Pass
5♥	Pass	5NT	Pass
6♣	Pass	6♠	Pass
Pass	Pass		

THE BIDDING — North opens 1♥, and South's 19 points require a Jump Shift to 2♠. When North shows his Spade support, South checks for Aces via the Blackwood Convention. Grand Slam is possible

when North shows two Aces, so South asks for Kings. North has no Kings, however, and South properly decides to stop at a Small Slam.

THE PLAY — West's Opening Lead is J♦, and when the Dummy appears South can see that he is faced with two possible losers in Clubs. It is likely that this problem can be resolved by establishing North's Heart suit, so after winning the Opening lead Declarer draws Trumps, plays K♥ and A♥, and Ruffs a Heart in his hand.

East fails to follow suit to the third round of Hearts, so the suit is not yet established; West still has a high Heart. South therefore leads a low Spade to Dummy's 10♠ and Ruffs another Heart in his hand. The Opponents now have no more Hearts and Dummy's 8♥ is at last established. Declarer leads his K♦ to Dummy's A♦ and cashes the good 8♥ discarding a losing Club. South wins the next two tricks with A♣ and A♠ and concedes the last trick to the Opponents, making 12 tricks and his Small Slam.

HAND NO. 53

	North		East
	♠ 6 5 3		♠ Q 10 9 7
	♥ 7 6 2		♥ 8 5 4 3
	♦ 9 5 3		♦ J 7
	♣ 5 4 3 2		♣ A 10 9
West		South	
♠ 8 4 2		♠ A K J	
♥ J 10 9		♥ A K Q	
♦ 10 8 6 4 2		♦ A K Q	
♣ K Q		♣ J 8 7 6	

South Dealer

South	West	North	East
27 3NT	Pass	Pass	Pass

THE BIDDING — South's superb hand is best described by a 3NT Opening Bid, showing 25 to 27 High-Card points, balanced suit distribution, and stoppers in all suits. As might be expected, none of the other players has sufficient strength to Bid, and 3NT becomes the Final Contract.

THE PLAY — West has very few high cards and does not expect to gain the lead very often, so he elects to lead J♥ from his sequence rather than a Diamond from his longer but very weak suit. This is a good plan which is worth remembering; such a lead may well find Partner with a strong holding in the suit and please him immensely.

Declarer has eight top tricks and has a good chance to establish a ninth trick in Clubs provided that he perseveres. After winning the Opening Lead, South leads a small Club; the Opponents win and continue Hearts. South wins and tries Clubs once again, and is pleased to observe that both Opponents must follow suit. West drives out Declarer's last Heart stopper, and South plays on Clubs for yet a third time. East wins and cashes the thirteenth Heart, on which Declarer discards J♠, the only card in his hand that is not certain to take a trick. East must now surrender the lead to South, who takes the rest of the tricks with high cards, which include the established J♣. South wins nine tricks and makes his 3NT Contract.

HAND NO. 54

North		East	
♠ J 2		♠ Q 4 3	
♥ K Q 6 5 3		♥ J 9 7 2	
♦ A 8 3		♦ Q 9	
♣ K 10 5		♣ Q 8 7 4	
West		South	
♠ 10 9 8 7 6		♠ A K 5	
♥ A 10		♥ 8 4	
♦ J 10 7 4		♦ K 6 5 2	
♣ J 6		♣ A 9 3 2	

South Dealer			
South	West	North	East
15 1♣	Pass	1♥	Pass
1NT	Pass	3NT	Pass
Pass	Pass		

THE BIDDING — South has 15 points and Opens the Bid with 1♣, the suit in which he has 4 High-Card points. The Diamond suit, with only 3 High-Card points, is not Biddable. North Responds 1♥, and South Rebids 1NT to show a minimum or near-minimum Opening Bid with balanced suit distribution. North has 13 High-Card points and his hand is suitable for NT play, so he raises directly to 3NT.

THE PLAY — West leads 10♠, and South should play Dummy's J♠; if it does not win a trick now it never will. East plays Q♠, however, and South allows this to win. He takes East's Spade continuation with K♠.

Declarer can count only seven sure tricks: two in Spades, two in Diamonds, two in Clubs, and one in Hearts (after A♥ is driven out). The best bet for more tricks is to establish Dummy's Hearts, and South should combine a suit establishment play with a Finesse by leading up to Dummy's Honors, a play that cannot lose and may

gain. South leads 4♥, West plays low, and Dummy's K♥ wins. South again wishes to lead towards Dummy, so he leads to his A♣ and plays another Heart. West has only A♥ left and must play it. He returns a Spade (nothing else is any better); South wins, plays a Diamond to Dummy's A♦, cashes Q♥ and concedes a Heart to East, establishing Dummy's 6♥. South regains the lead with K♦, leads to Dummy's K♣, cashes the good Heart, and gives up the last trick, making nine tricks and the 3NT Contract.

HAND NO. 55

North		East	
♠ Q J 10 2		♠ K 8 5 3	
♥ 7 3		♥ Q 6 4	
♦ A 6 3 2		♦ 10 7	
♣ 7 4 2		♣ Q J 9 8	
West		South	
♠ A 9 7 6		♠ 4	
♥ J 10 9 8		♦ A K 5 2	
♦ J 8 5		♦ K Q 9 4	
♣ 10 3		♣ A K 6 5	

South Dealer			
South	West	North	East
21 1♥	Pass	1♠	Pass
2NT	Pass	3NT	Pass
Pass	Pass		

THE BIDDING — South opens his very fine hand with 1♥, the suit below the Singleton, and North Responds 1♠. Since North has promised values in Spades, South can now jump to 2NT to show his 19 High-Card points, and North properly elects to Bid the Game in NT.

THE PLAY — West's Opening Lead is J♥, which South wins with the Ace. Declarer can count 2 sure

tricks in Hearts, 3 in Diamonds, and 2 in Clubs, and a probable eighth trick can be established in Diamonds. South must look to Spades for his ninth trick, so he leads 4♠ and plays Dummy's Q♠; East wins with K♠ and returns Q♥. Declarer lets this win and captures the next lead of the suit.

Declarer needs two more Entires to Dummy, one to drive out A♠ and on to cash 10♠. Dummy has one sure Entry with A♦, and another can be developed if Declarer plays correctly. South cashes K♦ and Q♦, observing that both Opponents follow suit, and overtakes 9♦ with A♦ in order to lead J♠. West wins A♠, cashes 10♥, and leads 10♣. South wins, and is able to enter Dummy with 6♦ now that the Opponents have no more Diamonds and his 9♦ has been carefully removed from the picture on a previous trick. This enables him to cash 10♠, and K♣ provides the ninth trick and the Game Contract.

and correctly makes a Demand Opener of 2♠. North Bids 2NT to show a very poor hand, and South Rebids his Spades. North has four-card Spade support and raises to 4♠, ending the Auction.

THE PLAY — West cashes three Club tricks and continues with 10♣, which South Ruffs. South must avoid a Spade loser, and his best chance is to Finesse. Dummy is apparently short of Entries, but ingenuity by Declarer will solve this problem. He cashes A♥ and continues K♥, and even though this card will win the trick he Trumps with 2♠ because it is essential to be able to lead from Dummy.

South now plays Dummy's 4♠ and Finesses 10♠. When the Finesse wins, South leads Q♥ and Ruffs with 7♠ so as to be able to lead from Dummy again and repeat the Spade Finesse. Having done so, South plays A♠ to draw the last Trump and wins the remainder with high cards, making 10 tricks and his 4♠ Contract.

HAND NO. 56

		North	
		♠ 8 7 4 2	
		♥ 7	
		♦ 9 7 5 2	
		♣ 9 6 4 2	
West		East	
♠ 5		♠ K 6 3	
♥ J 8 5 3		♥ 10 9 6 4 2	
♦ Q 8 4 3		♦ J 10 6	
♣ A K Q 10		♣ 8 5	
		South	
		♠ A Q J 10 9	
		♥ A K Q	
		♦ A K	
		♣ J 7 3	
		South Dealer	
South		North	
25 2♠		2NT	
Pass		Pass	
3♠		4♠	
Pass		Pass	

THE BIDDING — South has 25 points and a good five-card suit

HAND NO. 57

		North	
		♠ K 10 9	
		♥ 4 3 2	
		♦ J 7 5 3	
		♣ K 8 5	
West		East	
♠ 6 5 3 2		♠ ---	
♥ 10 8 5		♥ K 9 7 6	
♦ Q 9 6		♦ A 10 8 4	
♣ Q J 10		♣ A 9 7 6 3	
		South	
		♠ A Q J 8 7 4	
		♥ A Q J	
		♦ K 2	
		♣ 4 2	
		East Dealer	
East		South	
1♣		19 1♠	
Pass		4♠	
Pass		Pass	
		North	
		2♠	
		Pass	

THE BIDDING — East has 14 points and Opens the Bid with 1♣. South Overcalls 1♠ with his strong hand and fine suit. When North shows at least 7 points by his raise to 2♠, South can count the Partnership total as at least 26 points, and he therefore jumps directly to Game in Spades.

THE PLAY — West leads Q♣, his Partner's suit, and the Opponents win two Club tricks and lead a third round which South Ruffs. Declarer must postpone drawing Trumps on this hand, for there are several Finesses that must be taken and the only Entries to Dummy are in Spades. South's first action is to lead 7♠ to Dummy's 9♠ and use this first Entry to Finesse Q♥.

When the Finesse wins, Dummy is entered with 10♠ and J♥ is Finessed. Dummy's third and last Entry, K♠, is now used to permit Declarer to lead up to his K♦ for a Finesse. East chooses to win A♦ and returns a Club; South Ruffs and must not forget that West still has one Trump left. He draws it by playing A♠ and takes the last two tricks with A♥ and K♦, making 10 tricks and his Contract.

HAND NO. 58

North		East	
♠ A J 6 4 2		♠ K 9 8 3	
♥ Q 2		♥ 9 5 3	
♦ A Q 3		♦ 9 7 5	
♣ J 6 5		♣ Q 8 2	
West		South	
♠ Q 10 5		♠ 7	
♥ 7 4		♥ A K J 10 8 6	
♦ 8 6 4 2		♦ K J 10	
♣ K 10 9 7		♣ A 4 3	

South Dealer			
South	West	North	East
18 1♥	Pass	1♠	Pass
3♥	Pass	4NT	Pass
5♥	Pass	6♥	Pass
Pass	Pass		

THE BIDDING — South Opens the Bid with 1♥, his longest suit, and North Responds 1♠. South is far too strong for a simple Rebid of 2♥, and his correct action is to jump to 3♥, showing a good hand and a suit that needs only two-card support. Upon receiving this information, North has no trouble checking for Aces and Bidding the Small Slam.

THE PLAY — West has no strongly attractive lead and chooses to open 2♦. Declarer should study the situation before playing to the first trick, which is always a commendable practice. He can see two potential Club losers, and the best chance to dispose of one of them is by establishing Dummy's Spade suit. To do this, Declarer will have to use each Entry to Dummy to lead Spades.

The correct line of play is to win the first trick with 10♦, saving the two Diamond Entries to Dummy, and immediately play to Dummy's A♠ and Ruff a Spade. South now enters Dummy with Q♥ and Ruffs another Spade. Trumps can now be drawn without affecting the Entry situation, and Declarer cashes A♥ and K♥. He next enters Dummy with Q♦ and Ruffs still another Spade. South has been watching the Opponents' plays and now knows that all their Spades are gone and the J♠ is established, so he uses Dummy's last Entry, A♦, to cash J♠. The A♣ provides the twelfth trick and a well-deserved Small Slam.

NOTE: Be sure to observe that if Declarer squanders any of Dummy's Entries unnecessarily, he will wind up short one or more Entries and will be unable to make his Slam Contract.

HAND NO. 59

		North	
		♠ K 5 2	
		♥ 4 2	
		♦ A K 9 7 4	
		♣ 8 6 5	
West		East	
♠ J 7		♠ Q 10 8 3	
♥ A Q 10 6 3		♥ 9 7 5	
♦ 5 3 2		♦ Q 6	
♣ J 10 7		♣ Q 9 4 2	
		South	
		♠ A 9 6 4	
		♥ K J 8	
		♦ J 10 8	
		♣ A K 3	

South Dealer			
South	West	North	East
16 1NT	Pass	3NT	Pass
Pass	Pass		

THE BIDDING — South has a standard 1NT Opening Bid, and North can see Game in NT in sight and should not Bid his Diamonds, which can only help the Defense. He therefore raises directly to 3NT, which becomes the Final Contract.

THE PLAY — West's Opening Lead is 6♥, the fourth best card in his longest suit, and South wins with J♥. Declarer can count two tricks in Clubs, one in Hearts, and two in Spades, so he needs only 4 Diamond tricks to make his Game. He can therefore afford to lose a Diamond trick provided it is to West, who cannot safely continue Hearts without making South's K♥ a second stopper in the suit. South must do everything possible, however, to avoid losing a Diamond trick to East, who can lead through

Declarer's K♥ and give the Defenders 4 Heart tricks and a Diamond — enough to set the Contract. If East holds Q♦ and two or more small Diamonds, there is nothing Declarer can do to keep him off lead; but there is no reason to risk losing a Finesse to a Singleton or Doubleton Queen. Therefore, South cashes Dummy's A♦ and K♦. As it happens, East has the Doubleton Queen, and Declarer makes his Contract with an overtrick. If Q♦ did not appear on the first two rounds of the suit, South would continue playing Diamonds from Dummy. If West has Q♦, Declarer will have lost an unimportant Overtrick, but the Contract will be safe.

NOTE: South's play of J♦ at trick two and 10♦ at trick 3 is not essential as the cards lie, for K♠ provides an Entry to Dummy. Had East discarded on the second round of Diamonds, however, it would be essential to unblock 10♦ and play 9♦ from Dummy next time. If Declarer fails to unblock, West (with Qxxx♦) will allow 10♦ to win, and South has too few Entries to Dummy to knock out Q♦ and return to Dummy to cash the established Diamond.

HAND NO. 60

		North	
		♠ K 5	
		♥ A Q 6 2	
		♦ A K Q 5	
		♣ 8 6 5	
West		East	
♠ J 8 6		♠ 3 2	
♥ 10 5 4		♥ K J 9 8	
♦ 10 8		♦ J 9 6 3 2	
♣ A Q 9 3 2		♣ J 10	
		South	
		♠ A Q 10 9 7 4	
		♥ 7 3	
		♦ 7 4	
		♣ K 7 4	

	North Dealer		
North	East	South	West
1NT	Pass	11 4♠	Pass
Pass	Pass		

THE BIDDING — North's 1NT Opening Bid announces a minimum of 16 points, so South can determine that Game should be Bid. His fine six-card Major Suit should induce him to Bid the Game in Spades, for North must have at least two-card support (he may not open 1NT with a Singleton).

THE PLAY — West chooses to lead a Heart, and the proper card to play is 4♥, low from three to an Honor. South must not Finesse, for if it loses East will return a Club and the Defenders will cash three tricks in that suit and set the Contract before South regains the lead. Since Declarer can count 10 tricks without the Finesse, the potential loss (going set) far outweighs the potential gain (making an unimportant Overtrick), and the Finesse should accordingly be refused. Declarer therefore puts up A♥ and draws Trumps. (Note that the correct play in the Spade suit is NOT to Finesse 10♠; this Finesse is rejected because the odds greatly favor trying to drop J♠ by leading out the three top Honors). Having done so, South cashes Dummy's three Diamond winners and discards a Club (a Heart discard is also acceptable), and it is now safe to try for an Overtrick by leading up to K♣ in the hope that East has A♣. This plan fails, but the Contract is safe; the Defenders can take only three tricks, and South wins 10 tricks and makes his 4♠ Contract.

HAND NO. 61

North			
♠ 8 5 2			
♥ 9 7 4			
♦ J 10 6			
♣ A K Q 4			
West			East
♠ K 10 6			♠ J 9 7 4
♥ A K Q 10			♥ 6 5 3
♦ 9 7 4			♦ 8 5 2
♣ 10 8 2			♣ J 6 3
South			
♠ A Q 3			
♥ J 8 2			
♦ A K Q 3			
♣ 9 7 5			
South Dealer			
South	West	North	East
16 1NT	Pass	3NT	Pass
Pass	Pass		

THE BIDDING — South's hand meets all the requirements for an Opening Bid of 1NT, and North, with 10 High-Card points, has just enough to raise to 3NT, which ends the Auction.

THE PLAY — West cashes the first four tricks in Hearts, and Declarer must take the rest of the tricks to make his Contract. He can count eight top tricks and has two possible ways of developing a ninth trick; he can either try a Finesse in Spades or try to establish Dummy's fourth Club. If South tries the Spade Finesse and it loses, the Contract will be set before he has a chance to test the Clubs. Therefore, the Club establishment play must be tried first, for if it fails South will still have time to try the Spade Finesse.

Declarer accordingly wins West's shift with A♣ and cashes his four Diamond winners. Then he tests out the Clubs. When the suit divides 3-3, Dummy's 4♣ becomes

established and provides the needed ninth trick, and there is no longer any need to risk the Spade Finesse. This is fortunate for West holds K♠, and taking the Finesse would cause the Contract to be set. By timing his plays properly, South avoids an unnecessary risk and brings home his 3NT Contract.

HAND NO. 62

		North			
		♠ J 10 8 7 5 4			
		♥ 7 6 4			
		♦ 7 4			
		♣ 8 4			
West				East	
♠ ---				♠ 9 6	
♥ A K Q J 10 3				♥ 9 5 2	
♦ J 3				♦ Q 9 6	
♣ K J 10 9 7				♣ 6 5 3 2	
		South			
		♠ A K Q 3 2			
		♥ 8			
		♦ A K 8 5 2			
		♣ A Q			
		South Dealer			
South	West	North	East		
25 2♠	3♥	4♠	Pass		
5♦	5♥	5♠	Pass		
6♠	Pass	Pass	Pass		

THE BIDDING — South has 25 points and two good five-card suits, and therefore makes a Demand Opener of 2♠. West has too much strength to be intimidated even by a strong Two-Bid, and Overcalls 3♥. North jumps to 4♠ to show his excellent Spade support, and South tries for Slam by Bidding his second suit, Diamonds. West's hand is strong enough to make a 5♥ Overcall safe, and North, with a possible Ruffing value in Diamonds and superb Spade support, shows encouragement by Bidding 5♠. With his Partner having taken

two Bids, South is justified in committing the hand to a Small Slam.

THE PLAY — West's Opening Lead is K♥ and he continues Q♥ which South Ruffs. The fate of the hand appears to depend on the Club Finesse, but Declarer should first try to establish his Diamond suit and obtain a Club discard from Dummy, which will make the Finesse unnecessary. The correct play is to draw Trumps, play A♦, K♦, and Ruff a Diamond in Dummy. When West shows out on the third round, Declarer knows that East still has a high Diamond left, so he enters his hand by Ruffing a Heart and Ruffs another Diamond in Dummy. The 8♦ is now established, so Declarer enters his hand with A♣, refusing the Finesse now that it is no longer needed, and cashes the good Diamond, throwing the Club loser from Dummy. South easily wins the last two tricks and takes 12 tricks in all, making his Small Slam Contract.

HAND NO. 63

		North			
		♠ A K J			
		♥ 6 4 2			
		♦ 7 4 3			
		♣ J 10 6 4			
West				East	
♠ 7 5				♠ Q 10 6 2	
♥ K 8 7				♥ Q 9 5 3	
♦ A Q 8 6 2				♦ 9 5	
♣ 7 2				♣ 9 5 3	
		South			
		♠ 8 4 3			
		♥ A J 10			
		♦ K J 10			
		♣ A K Q 8			
		South Dealer			
South	West	North	East		
18 1NT	Pass	2NT	Pass		
3NT	Pass	Pass	Pass		

THE BIDDING — South has a standard 1NT Opening Bid, and North's raise to 2NT invites South to go on to 3NT with a maximum and to Pass with a minimum. South has 18 points and properly chooses the former auction.

THE PLAY — West's Opening Lead is 6♦, the fourth best in his longest suit, and South wins with 10♦. Declarer can count eight tricks: four in Clubs, one in Diamonds, one in Hearts, and two in Spades. The ninth trick may come either from a Finesse of J♠ or a Double Finesse in Hearts. Which plan should Declarer select?

If South tries the Spade Finesse first and it loses, East will return a Diamond through Declarer's King. If West has A♦ and Q♦ (as is actually the case) he will be able to run the whole suit. If Declarer first looks to the Hearts, however, West will be unable to continue the assault on Diamonds without giving Declarer his ninth trick. Even if West has both K♥ and Q♥, and South loses two Finesses in Hearts, he will still have time to try the Spade Finesse.

It is not greedy to want to have your cake and eat it too; it is just good Bridge. Declarer therefore enters Dummy with J♣ and Finesses 10♥. West wins with K♥ and cannot safely play Diamonds, so he plays 9♠. South is not to be dissuaded from his plan, however, and puts up A♠ and then Finesses J♥. When this Finesse wins, South has nine tricks, and he properly refuses the dangerous Spade Finesse and cashes his winners to make his 3NT Contract. Since East does in fact have Q♠, Declarer's line of play is the only successful plan.

HAND NO. 64

North

♠ 9 7
♥ Q 4 3
♦ A 8 6 5 3
♣ Q 7 4

East

♠ K 10 4 3
♥ 6 2
♦ Q 10 9 4
♣ A J 3

West

♠ J 8 6 5 2
♥ 7 5
♦ J 2
♣ K 9 8 6

South

♠ A Q
♥ A K J 10 9 8
♦ K 7
♣ 10 5 2

South Dealer

South	West	North	East
19 1♥	Pass	2♥	Pass
4♥	Pass	Pass	Pass

THE BIDDING — South has 19 points and Opens the Bid in his longest suit. North's single raise promises a minimum of 7 points, so South Bids the Heart Game directly.

THE PLAY — West's Opening Lead is 6♣, and East's play of J♣ is well worth noting. If he erroneously plays A♣, North's Q♣ cannot be prevented from winning a trick. It is mandatory for East to Finesse against Dummy, and he does so by putting in J♣. When it wins, he cashes A♣ and leads 3♣ to West's K♣. West exits with a Trump; South draws Trumps in two rounds and must take the rest of the tricks to make his Contract. The first order of business is to try and establish North's Diamond suit, and South plays K♦, A♦, and Ruffs a Diamond in his hand.

Unfortunately, West fails to follow suit to the third round, so East still has a high Diamond; had West followed suit, Dummy's Diamonds would have been established and South could have discarded Q♠ on

one of them. South can cross to Q♥ and Ruff a Diamond in his hand, establishing Dummy's last Diamond, but there will be no Entry to Dummy left and South will be unable to cash it. Even worse, he will have to play Spades from his hand. Since there is no future in the Diamond suit, Dummy's Q♥ Entry must be used to take the Spade Finesse, which cannot be avoided. Fortunately, it wins, and South takes 10 tricks and makes his 4♥ Contract.

HAND NO. 65

		North		
		♠ 5 3		
		♥ A 8 5		
		♦ A K Q 6 5		
		♣ A Q J		
West			East	
♠ A 10 9 7 2			♠ J 6 4	
♥ J 7			♥ 10 9 6 4 2	
♦ 10 9 7 2			♦ J	
♣ 6 5			♣ K 10 8 2	
		South		
		♠ K Q 8		
		♥ K Q 3		
		♦ 8 4 3		
		♣ 9 7 4 3		

THE BIDDING — North opens 1♦, and South's correct Response is 1NT. His balanced distribution is well suited to a NT Contract, and the 1NT Response shows 6 to 10 points and hence accurately describes his strength. Upon hearing this Bid, North has no difficulty raising to Game in NT.

THE PLAY — West's Opening lead is 7♠ and South wins with Q♠. The Contract appears cold until East discards on the second

round of Diamonds. South now has only eight winners, and can obtain his ninth trick either by establishing Dummy's fifth Diamond or by trying the Club Finesse. The Club Finesse risks losing the lead to East, who can lead through K♠; the Diamond plan will involve losing the lead to West, who cannot pursue the attack on Spades without giving South a second stopper in the suit. The latter plan is therefore to be preferred, and South cashes Q♦ and plays 5♦, driving out East's 10♦.

East discards 10♣ on this trick, an unnecessarily high Club, because he wishes West to lead a Club to the next trick; he hopes that South will be tempted to Finesse, whereupon East will win K♣ and return a Spade to defeat the Contract. West returns a Club as requested, but South is not goaded into risking his Contract to try for an unimportant Overtrick. He goes up with A♣ and cashes his winners to make nine tricks and his 3NT Contract.

HAND NO. 66

		North		
		♠ Q 10 8		
		♥ A K J		
		♦ K 4		
		♣ K 10 9 4 3		
West			East	
♠ 7 5 4			♠ 9 6	
♥ 10 5 3			♥ Q 9 7 2	
♦ Q 8 5 2			♦ A J 9 7 3	
♣ Q 8 2			♣ A 7	
		South		
		♠ A K J 3 2		
		♥ 8 6 4		
		♦ 10 6		
		♣ J 6 5		

North Dealer			
North	East	South	West
1NT	Pass	10 3♠	Pass
4♠	Pass	Pass	Pass

THE BIDDING — When North opens 1NT, announcing 16 to 18 High-Card points, South can tell that Game should be Bid. His jump to 3♠ asks North to Bid 4♠ with three-card or better Spade support and to Bid 3NT otherwise. North obeys orders, and 4♠ becomes the Final Contract.

THE PLAY — West's Opening Lead is 2♦ and the Defenders win the first two tricks. West leads 3♥ at trick three, and South puts up Dummy's A♥ because if a Finesse is necessary, it can always be taken later. Trumps are drawn, and before resorting to the Heart Finesse South should attempt to establish Dummy's Clubs. Declarer plays J♣ and lets it ride; East wins with A♣ and returns a Diamond which South Ruffs. Now 9♣ is Finessed, and K♣ is cashed to drop the last outstanding Club. Dummy's 10♣ provides a discard for Declarer's losing Heart, and Declarer cashes K♥ and J♠ to make 10 tricks and his Contract. His precaution in avoiding the Heart Finesse unless absolutely necessary proves to be essential, for East has Q♥ and taking the Heart Finesse would result in the Contract being set.

HAND NO. 67

		North	
		♠ 7 5 3 2	
		♥ 6 2	
		♦ 8 6 4 2	
		♣ A K 7	
West		East	
♠ 10		♠ J 9 4	
♥ K Q J 10 3		♥ 9 5	
♦ A 10 7 3		♦ J 9 5	
♣ Q 10 8		♣ J 6 5 3 2	
		South	
		♠ A K Q 8 6	
		♥ A 8 7 4	
		♦ K Q	
		♣ 9 4	

South Dealer			
South	West	North	East
19 1 ♠	2 ♥	2 ♠	Pass
4 ♠	Pass	Pass	Pass

THE BIDDING — South should not count a Distribution Point for the unprotected Diamond Honors, and his total is therefore 19 points. He opens 1♠, and West, with 14 points and a good suit, Overcalls 2♥. North has 8 points and four-card Spade support and raises to 2♠, whereupon South properly commits the hand to Game in Spades.

THE PLAY — West's Opening Lead is K♥ and South wins with A♥. Although South has Heart losers which he wishes to Ruff in Dummy, he cannot afford to postpone the drawing of Trumps. To see why, let us suppose that South plays 4♥ at trick two. West will win 10♥ and play Q♥; Dummy Ruffs but East Over-Ruffs, winning the trick. East returns 5♦, and West wins A♦ and plays J♥. Dummy Ruffs but East Over-Ruffs again, and the Contract is set.

South does not need a peek to tell that the Over-Ruffs are coming. West has Overcalled in Hearts and should have at least five cards in the suit, and East has played 9♥ at trick one, the customary high card to show a Doubleton (or Singleton). To prevent the disastrous Over-Ruffs, South draws Trumps in three rounds and then plays 4♥. West wins 10♥ and returns 10♣, won in Dummy, and a Diamond is played to drive out West's A♦. West returns Q♣, Dummy wins, and a Diamond is played to South's Q♦. Now 7♥ is led and Ruffed in Dummy; East is out of Trumps and cannot Over-Ruff. South wins two Spade tricks and concedes a Heart trick at the end, making 10 tricks and his Contract.

HAND NO. 68

North		East	
♠	A 8 6 5 4	♠	Q J 9 2
♥	A 2	♥	9 8 4
♦	Q J 10 9 3	♦	K 6 5
♣	7	♣	9 3 2
West		South	
♠	10 3	♠	K 7
♥	J 10 6 5	♥	K Q 7 3
♦	A 7 4	♦	8 2
♣	Q 10 8 4	♣	A K J 6 5

South Dealer			
South	West	North	East
16 1♣	Pass	1♠	Pass
2♥	Pass	3♦	Pass
3NT	Pass	Pass	Pass

THE BIDDING — South has 16 High-Card points but may not open 1NT with a small Doubleton, so his correct choice is 1♣. North Responds 1♠, his higher-ranking five-card suit, and South shows his second suit by Bidding 2♥. North now shows his good Diamond suit, and South is justified in expecting North to provide stoppers in the suits he has Bid and Contracting for Game in NT.

THE PLAY — West has a difficult choice of Opening Leads, inasmuch as North and South have Bid all four suits, and his selection of 5♥ is not unreasonable. (As it happens, a Spade lead saves the Overtrick, but no lead defeats the Contract.) South must decide which suit to establish, and a good rule to follow is: with suits of equal length, develop the suit which is most solid. The Diamond suit should therefore be Declarer's choice, and South wins the Opening Lead with K♥, carefully preserving A♥ as an Entry to Dummy, and plays 8♦. The Opponents choose to let

this win and South plays another Diamond, won by East's K♦. East returns a Heart; Dummy wins and another Diamond is played, driving out West's A♦. West returns J♥, which South wins, cashes K♠, enters Dummy with A♠, and cashes the established Diamonds. South wins the next two tricks with A♣ and K♣ and gives up the last trick to West's Q♣, making 10 tricks — his 3NT Contract with an Overtrick.

HAND NO. 69

North		East	
♠	Q 9	♠	A K J 6 3
♥	A 4 2	♥	5
♦	A 8 6 4 3	♦	K 9 5
♣	9 5 3	♣	Q J 4 2
West		South	
♠	10 7 4 2	♠	8 5
♥	9 6 3	♥	K Q J 10 8 7
♦	Q J 10	♦	7 2
♣	10 7 6	♣	A K 8

East Dealer			
East	South	West	North
1♠	15 2♥	Pass	3♥
Pass	4♥	Pass	Pass
Pass			

THE BIDDING — East has 16 points and Opens 1♠, and South's good hand and strong suit fully justify a 2♥ Overcall. North invites Game by raising to 3♥, and South should accept the invitation as he has considerably more than the minimum 9 or 10 points needed to Overcall an Opening Bid.

THE PLAY — West Leads 2♠, his Partner's suit, and East cashes two Spade tricks and shifts to a Trump, which South wins with K♥, carefully keeping A♥ as an Entry to Dummy.

This hand illustrates an important method for gaining an extra Entry. South has lost two Spade tricks and cannot avoid a Diamond loser, so he must try to dispose of his potential Club loser. The best chance is to establish Dummy's Diamond suit, so at trick four South Leads 2♦ and plays low from Dummy. Dummy's A♦ is a valuable Entry and Declarer does not wish to use it at this point, for all he could do at the next trick is play another Diamond, which he can do equally well from his hand.

West wins and returns a Trump, and South wins with 7♥, again preserving Dummy's A♥ as a future Entry. South Leads 7♦ and plays A♦ from Dummy, for now it is essential to have Dummy on Lead; Dummy can play another round of Diamonds but Declarer cannot. Dummy's 4♦ is led and Declarer Ruffs high 7 and is pleased to observe both Opponents follow suit. A Heart is now played to Dummy's carefully retained A♥, and an established Diamond is cashed to allow South to discard the losing Club. South easily wins the remainder with high cards, taking 10 tricks and scoring a very well-played Game.

HAND NO. 70

North		East	
♠ A 4		♠ Q J 6	
♥ 9 7 2		♥ Q 10 8 5 4	
♦ K J 8 7 5		♦ Q 9	
♣ Q J 10		♣ 7 6 2	
West		South	
♠ K 10 7 3 2		♠ 9 8 5	
♥ J 6		♥ A K 3	
♦ 10 6 2		♦ A 4 3	
♣ K 8 3		♣ A 9 5 4	

South Dealer

South	West	North	East
15 1♣	Pass	1♦	Pass
1NT	Pass	2NT	Pass
3NT	Pass	Pass	Pass

THE BIDDING — South has 15 points and is 1 point too weak to Open 1NT, so he Bids 1♣. North Responds 1♦, and South Rebids 1NT to show balanced suit distribution and a hand of less than 1NT Opening strength. North invites Game by raising 2NT, and South properly accepts the invitation because he has more than the minimum 13 points that he has so far promised.

THE PLAY — West's Opening Lead is 3♠, the fourth best in his longest suit. South permits the Defenders to win the first trick and captures the second trick with Dummy's A♠. Declarer can count six top tricks and can try to establish the needed three additional winners in either Diamonds or Clubs. He does not have time to take Finesses in both suits, however, for once he loses the Lead the Defenders will be able to cash enough Spade tricks to defeat the Contract.

South has no way of knowing which Minor Suit Finesse will win, but he should avoid putting all his eggs in one basket. If he tries either Finesse, he has only the one chance to make his Contract, but he can give himself two chances instead of one by cashing A♦ and K♦. If Q♦ fails to drop, Declarer will resort to the Club Finesse. Note that Declarer wins the second Diamond in Dummy, so that he is in the right hand to take the Club Finesse, if necessary. The Q♦ does drop, and South quickly cashes his winners to take nine tricks and make his 3NT Contract. Since West

holds K♣, the extra chance provided by cashing the two top Diamonds proves to be the only way to make the Contract.

HAND NO. 71

		North			
		♠ 9 7 4			
		♥ A 8			
		♦ A K 6 4 2			
		♣ J 4 3			
West					East
♠ 6 5 3 2					♠ 8
♥ 10 7 5					♥ J 9 4 3 2
♦ J 9					♦ Q 10 8 5
♣ 9 7 5 2					♣ Q 10 8
		South			
		♠ A K Q J 10			
		♥ K Q 6			
		♦ 7 3			
		♣ A K 6			

North Dealer			
North	East	South	West
1♦	Pass	23 2♠	Pass
3♠	Pass	4NT	Pass
5♥	Pass	5NT	Pass
6♦	Pass	7♠	Pass
Pass	Pass		

THE BIDDING — North correctly chooses to open his 13 point hand because he has a good five-card suit, two Aces, and one King. South must Jump Shift to show the power of his hand, and North can raise to 3♠ holding three small Spades because South has promised a strong suit. South now checks for Aces and Kings via the Blackwood Convention, and when he finds that the Partnership holds all the Aces and Kings he is fully justified in Bidding 7♠ — a Grand Slam!

THE PLAY — West's Opening Lead is 2♣, and South puts up Dummy's J♣ in the hope that

West has led away from the Queen. East plays Q♣, however, and South wins with A♣. The Club loser must be disposed of, and one possibility is to establish North's Diamonds. This plan will only succeed if both Opponents hold three Diamonds, however, because of the shortage of Entries to Dummy. A better plan is to postpone the drawing of Trumps and attempt to Ruff the Club loser in Dummy.

South therefore plays A♥, K♥, and Q♥, discarding a Club from Dummy. He cashes K♣, and Ruffs 6♣ in Dummy (playing 9♠ just in case East has no more Clubs). South now draws Trumps and easily wins the rest of the tricks, making all 13 tricks and his Grand Slam Contract.

NOTE: South cannot afford to test the Diamonds first. If at Trick 2 he plays A♦, then K♦, and Ruffs a Diamond, West will discard 5♥. West will then be able to Ruff the third round of Hearts, preventing the essential discard from Dummy.

HAND NO. 72

		North			
		♠ 5 4 2			
		♥ K 7			
		♦ 9 4 2			
		♣ A K 8 5 2			
West					East
♠	10 3			♠	9 7
♥	Q 10 5 4			♥	A J 8 3 2
♦	10 8 6 3			♦	A Q 5
♣	10 9 7			♣	Q J 4
		South			
		♠ A K Q J 8 6			
		♥ 9 6			
		♦ K J 7			
		♣ 6 3			

East Dealer			
East	South	West	North
1♥	16 1♠	Pass	2♣
Pass	3♠	Pass	4♠
Pass	Pass	Pass	

THE BIDDING — East has 15 points and Opens 1♥, and South Overcalls 1♠. North shows strength by Bidding his Club suit, and South jumps to 3♠ to indicate that he is well above the minimum 9 or 10 points needed to Overcall. This Bid makes it easy for North to carry on to 4♠.

THE PLAY — West Leads 4♥, his Partner's suit, and South tries for the trick by playing K♥. Unfortunately, East wins A♥, and returns a Heart to West's Q♥. West shifts to 10♣, won by Dummy's A♣.

South can see two possible Diamond losers. The lack of Entries to Dummy should dissuade him from attempting to establish the Club suit, for if he plays K♣ and Ruffs a Club he will never be able to return to Dummy to cash the established Clubs, even if the suit divides favorably. A Double Finesse in Diamonds is therefore the only chance, so South Leads 2♦ and plays his J♦. He must start the Finessing procedure immediately, before drawing Trumps, because the Defenders have forced him to use up one of his two Entries to Dummy and he must make good use of it. When the Finesse wins, South draws Trumps and enters Dummy with K♣ to repeat the Diamond Finesse. East is helpless; he chooses to win A♦ and play Q♦, and South claims the rest with high Trumps to make 10 tricks and his Game Contract.

HAND NO. 73

		North			
		♠ J 8 7 3			
		♥ A 9 7 6 4			
		♦ 8 5			
		♣ Q 7			
West				East	
♠ A 9				♠ K	
♥ K J 5				♥ Q 10 2	
♦ J 7 4 2				♦ 10 9 6 3	
♣ J 10 9 3				♣ K 8 6 5 4	
		South			
		♠ Q 10 6 5 4 2			
		♥ 8 3			
		♦ A K Q			
		♣ A 2			
		South Dealer			
South		West		North	
17 1♠		Pass		2♠	
3♠		Pass		4♠	
Pass		Pass		Pass	

THE BIDDING — South Opens 1♠, his longest suit, and North raises to 2♠. If North has 9 or 10 points, Game should be Bid, so South invites Game by raising to 3♠. North has a close decision, and his choice of 4♠ has the endorsement of this department.

THE PLAY — West's Opening Lead is J♣, and South puts up Dummy's Q♣, for it will never win a trick if it does not do so now. East covers with K♣ and South wins with A♣. Declarer cannot avoid two Spade losers and one Heart loser, so something must be done about the losing Club. South cannot afford to play Trumps, for he must lose the Lead if he does so, enabling the Defenders to cash a Club trick. Declarer should immediately play three rounds of Diamonds and discard the losing Club from Dummy. The risk of a Ruff must be taken, as drawing Trumps will lead to certain defeat. When this plan succeeds, South attacks the Trumps (there is no hurry to Ruff the Club, as the Defenders

have only three Trumps between them and cannot exhaust Dummy's supply). South eventually Ruffs his Club loser in Dummy; the Opponents get their two Trump tricks and a Heart trick but no more, and Declarer makes 10 tricks and his Contract.

HAND NO. 74

		North	
		♠ 6 5 3 2	
		♥ Q 7 3 2	
		♦ A J 6	
		♣ J 4	
West		East	
♠ 7		♠ Q 9 4	
♥ A 10 4		♥ K J 8 5	
♦ K 10 5 2		♦ Q 8 4 3	
♣ K Q 10 9 5		♣ 6 3	
		South	
		♠ A K J 10 8	
		♥ 9 6	
		♦ 9 7	
		♣ A 8 7 2	

South Dealer			
South	West	North	East
14 1♠	2♣	2♠	Pass
Pass	Pass		

THE BIDDING — South has 14 points and Opens 1♠, and West, with 14 points and a good suit, Overcalls 2♣. When North raises 2♠, promising at most 10 points, South can determine that the Partnership assets must be less than 26 points. Game is therefore out of the question, and he properly Passes.

THE PLAY — Here is a hand where a Finesse, instead of being a risky proposition, is a sure thing. If Declarer takes the Finesse, he will make his Contract whether it wins or loses; but if he refuses the Finesse he will be set!

West Leads K♣, and South wins A♣. West's 2♣ Overcall promised

at least a five-card suit, so Declarer must not try for immediate Club Ruffs in Dummy, as East will be able to Over-Ruff. South cashes A♠, and both Opponents play small. What next?

The proper play is to Lead a Diamond to Dummy's A♦ and Lead 3♠ for a Finesse of South's J♠. Even if the Finesse loses, South will make his Contract. He will lose one Spade, two Hearts, one Diamond, and one Club, but the Opponents will have no more Trumps and cannot prevent South from Ruffing his two long Clubs in Dummy. When the Finesse wins, South cashes K♠ and eventually makes five Spade tricks in his hand, two Aces, and one Club Ruff in Dummy for eight tricks and his 2♠ Contract.

If South plays K♠ at trick 3, he will be set. Suppose that he next plays a Club. West wins Q♣, cashes A♥, and plays another Heart; East wins and cashes Q♠, extracting one of Dummy's precious Trumps. South must then lose one Spade, two Hearts, one Diamond, and two Clubs — down one.

HAND NO. 75

		North	
		♠ 9 7	
		♥ 7 4 3	
		♦ A 8 4 3 2	
		♣ 6 5 3	
West		East	
♠ 10 8 6 4		♠ J 5 3 2	
♥ J 9 6 2		♥ Q 10	
♦ J 10		♦ K Q 7	
♣ 10 9 2		♣ Q J 8 4	
		South	
		♠ A K Q	
		♥ A K 8 5	
		♦ 9 6 5	
		♣ A K 7	

	South Dealer		
South	West	North	East
23 2NT	Pass	3NT	Pass
Pass	Pass		

THE BIDDING — It is not usually a good idea to Open 2NT with an unstopped suit, but there are exceptions to every rule. South is far too strong to Open 1♥; North, with only 5 points, will Pass and Game will be missed. South cannot Open 2♥, as he must have a good six-card suit to make a Demand Opener with 23 points. Since his distribution is ideal for NT, the 2NT Opening is the best choice, and North properly raises with his Ace and five-card suit.

THE PLAY — West chooses 10♣ as his Opening Lead and South wins K♣. He can count eight top tricks, and the best chance to develop a ninth trick is in Diamonds (the longest combined suit in the two hands). Dummy has only one Entry, and Declarer must preserve it until the suit has been established. South therefore Leads 5♦ and plays small from Dummy, allowing the Opponents to win the trick. West wins with 10♦ and returns 9♣; South permits this to win and captures the next Lead of the suit. He now plays 6♦ and again plays small from Dummy, and East wins with Q♦. Since both Opponents have followed suit, there is only one Diamond remaining, and the play of A♦ will establish the suit with the Lead in Dummy. West cashes Q♣, on which South discards 5♥, and must then surrender the Lead to South. Declarer wins the Spade return, enters Dummy with A♦, and cashes 8♦, discarding his last loser. South's hand is now high, and he easily wins the rest of the tricks to make his 3NT Contract.

HAND NO. 76

North
 ♠ A K Q
 ♥ Q 8 3
 ♦ A 10 4 2
 ♣ A J 10

West
 ♠ 9 5 2
 ♥ J 9 7 4 2
 ♦ K 8 3
 ♣ 5 3

East
 ♠ 10 8 7 3
 ♥ 10 6
 ♦ Q J 6 5
 ♣ K Q 7

South
 ♠ J 6 4
 ♥ A K 5
 ♦ 9 7
 ♣ 9 8 6 4 2

North Dealer			
North	East	South	West
1♦	Pass	9 1NT	Pass
3NT	Pass	Pass	Pass

THE BIDDING — North has 20 points and is too strong to Open 1NT, so he Bids 1♦. South does not have the 10 points needed to Respond at the two-level and has no four-card suit to Bid at the one-level, and his correct Response is 1NT. North now knows that South has at least 6 points and is able to jump directly to 3NT.

THE PLAY — West Leads 4♥ and South wins with K♥. He can count 8 certain tricks and the Club suit offers the best prospects for a ninth, so he plays 2♣ and Finesses 10♣. East wins with Q♣ and returns 6♥, and Declarer must play carefully to make his Contract. The A♥ is the last Entry to the South hand. If he plays it at this trick, tries another Club Finesse, and East wins with K♣, South will be unable to reenter his hand to cash the established Clubs. It is not always Dummy that is short of Entries! Declarer needs only two Club tricks, not four, and should not be concerned with losing an extra Overtrick if West has K♣.

His correct play is therefore to win the Heart return with Dummy's Q♥, cash A♣, and play J♣. East wins with K♣, but South still has A♥ as an Entry to the established Clubs. He wins the Spade return and cashes his winners to make 10 tricks — the 3NT Contract with one Overtrick.

Ruffing purposes. South plays A♦ and Ruffs a Diamond in his hand, and plays A♣ and Ruffs a Club in Dummy. He continues to Ruff back and forth, and the Defenders are helpless. The Cross-Ruff enables South to make 10 tricks (five Spades in his hand, three in Dummy, and two Aces) and fulfill his Game Contract.

HAND NO. 77

North			
♠ K Q 10 8			
♥ 8 5 4 2			
♦ A Q 8 5			
♣ 10			
West		East	
♠ 4 3		♠ 5 2	
♥ A K Q 9		♥ 10 7	
♦ 10 9 3		♦ K J 6 4 2	
♣ K J 8 5		♣ 9 7 3 2	
South			
♠ A J 9 7 6			
♥ J 6 3			
♦ 7			
♣ A Q 6 4			
South Dealer			
South	West	North	East
14 1 ♠	Pass	3 ♠	Pass
4 ♠	Pass	Pass	Pass

THE BIDDING — South has 14 points and Opens 1♠. North, with 13 points, Bids 3♠. South must Bid again after his Partner's Jump Raise and, since he has no thoughts of Slam, the proper action is to Bid 4♠.

THE PLAY — West Leads K♥ and continues with Q♥ and A♥. He shifts to a Trump at Trick 4, and South needs the rest of the tricks to make his Contract.

There are several Finesses about, but there is no need to take them, for Declarer has a sure Cross-Ruff available. He must not draw the second round of Trumps, as he will need all of Dummy's Trumps for

HAND NO. 78

North			
♠ 5 4 3			
♥ A 8 6 4 3 2			
♦ 7 4 2			
♣ 8			
West		East	
♠ J 10 8 2		♠ ---	
♥ Q 7 5		♥ K J 10	
♦ Q J 9		♦ 10 8 6 3	
♣ 10 6 2		♣ K Q 9 7 5 4	
South			
♠ A K Q 9 7 6			
♥ 9			
♦ A K 5			
♣ A J 3			
South Dealer			
South	West	North	East
23 2♠	Pass	3♠	Pass
4NT	Pass	5♦	Pass
5NT	Pass	6♣	Pass
6♠	Pass	Pass	Pass

THE BIDDING — South has 23 points and a good six-card suit and properly makes a Demand Opener of 2♠. North has an Ace, a six-card suit, and a potential Ruffing value in Clubs; his hand is therefore just good enough to reject the 2NT "bust" Response. He chooses to raise Spades on the theory that South will be more interested in hearing about the Spade support than the weak six-card Heart suit. Upon hearing North's positive Response, South employs the Blackwood Convention and

stops the Small Slam when North denies possession of a King.

THE PLAY — West Leads Q♦ and South wins with A♦. South can afford to draw one round of Trumps as he has only two losers that need to be Ruffed in Dummy, and East's discard comes as an unpleasant shock. A Trump loser cannot now be avoided, so something must be done about the losing Diamond.

The best chance is to establish North's Hearts, using Club Ruffs as Entries. South therefore plays A♥ and Ruffs a Heart, cashes A♣ and Ruffs a Club to enter Dummy, and Ruffs another Heart. Fortunately, both Opponents follow suit, and the Hearts are now established. South enters Dummy by Ruffing his last Club and Leads 8♥, discarding the losing Diamond. West Ruffs, but this is no disaster as he could not be denied one Trump trick in any case. South wins the Diamond return, draws West's two remaining Trumps, and wins the last trick with 9♠ to make 12 tricks and land a well-earned Small Slam.

HAND NO. 79

North		East	
♠	8 4 3	♠	J 10 7 6
♥	7 5	♥	Q 9 4
♦	A K Q 8 6	♦	J 9 5 3
♣	7 4 2	♣	K 9
West		South	
♠	Q 9	♠	A K 5 2
♥	J 10 6 3 2	♥	A K 8
♦	10 2	♦	7 4
♣	Q 10 8 6	♣	A J 5 3

		South Dealer	
South	West	North	East
20 1♣	Pass	1♦	Pass
1♠	Pass	2♦	Pass
3NT	Pass	Pass	Pass

THE BIDDING — South has 20 points, and his correct Opening Bid is 1♣; it will be easy to show the Spades on the next round of Bidding. North Responds 1♦, and South Bids 1♠. North Rebids his good Diamond suit, and South can be sure that it is well stopped. With balanced suit distribution, stoppers in the Unbid Heart suit, and the certainty that the Partnership holds at least 26 points, he properly jumps to Game in NT.

THE PLAY — West's Opening Lead is 3♥ and South wins with K♥. South can count eight top tricks, and the powerful Diamond suit is a good place to look for the ninth trick. South should remember that he needs only four Diamond tricks, not five, and plan his play carefully. If he plays A♦, K♦, and Q♦, and one Opponent shows out of Diamonds on the third round of the suit, Declarer can establish it by playing 8♦, but he will never be able to reenter Dummy to cash 6♦. To prevent this catastrophe, South immediately concedes a Diamond trick to the Opponents, transferring his loser to the first round of the suit (while he can still enter Dummy) from the fourth round (when he cannot). If Diamonds divide 3-3, this play will cost an unimportant Overtrick; but this is a small matter. East wins trick 2 with 9♦ and returns a Heart; South wins A♥ and runs the Diamond suit. He cashes his remaining winners to make his 3 NT Contract. Since East holds four Diamonds, the investment at trick two yields ample dividends; it proves to be the only way to make the Contract.

HAND NO. 80

North
 ♠ A K 8 6 5
 ♥ 8 7 4
 ♦ 8 6 3
 ♣ 9 3

West
 ♠ J 9 7 4
 ♥ Q 10 5
 ♦ Q J 10 7
 ♣ 10 7

East
 ♠ Q 10 3 2
 ♥ J 9 6 3
 ♦ 9 5 2
 ♣ 5 2

South
 ♠ ---
 ♥ A K 2
 ♦ A K 4
 ♣ A K Q J 8 6 4

South Dealer			
South	West	North	East
27 2♣	Pass	2♠	Pass
3♣	Pass	3♠	Pass
6♣	Pass	Pass	Pass

THE BIDDING — South has the kind of hand we all dream about, but in point of fact it is a nightmare to Bid. There is no good way to obtain accurate information with such a freak hand; South knows that 7♣ may be cold or 6♣ may be set, but the jump to Small Slam represents the best compromise between greed and excessive conservatism.

THE PLAY — West Leads Q♦ and South wins with A♦. South has a loser in each of the red suits, so he cannot afford to sit by

quietly and do nothing. North's A♠ and K♠ might well be a million miles away; with no Entry to Dummy, they are tantalizing rather than useful.

But is Dummy truly bare of Entries? If West holds 10♣, an Entry may be obtained by leading up to 9♣. This will cost South a Club trick that he did not have to lose, but he will get two Spade tricks in return and will be able to discard both his red-suit losers, a most profitable bargain. South therefore makes the startling play of 4♣ at trick 2, and West convinced Christmas has arrived, wins with 10♣. He is soon disillusioned, however; South wins the Diamond return, enters Dummy with 9♣, cashes A♠ and K♠, discarding his Heart and Diamond losers, and easily wins the rest of the tricks to make his Small Slam. It is true that if East had had 10♣, Declarer would have been set two instead of one, but this is a small price to pay for a chance to make the Contract.

NOTE: An Expert East, remembering the story about "Greeks bearing gifts," would play 7♣, not 10♣ at trick 2. South may now decide that nobody could refuse the temptation to win 10♣ if he had it and that the only chance is to play East for a Singleton 10♣, and play 3♣ from Dummy!

SET II

The following are corrections of typographical errors in the first printing of Rolomatic Bridge Set II Booklet.

HAND NO. 48

THE EAST AND WEST HANDS ARE TRANSPOSED

HAND NO. 62

East Hand Should Read

♠ 9 6
♥ 9 5 2
♦ Q 10 9 6
♣ 6 5 3 2

HAND NO. 63

West Hand Should Read

♠ 9 7 5
♥ K 8 7
♦ A Q 8 6 2
♣ 7 2